

WHAT IS CLAIMED IS:

1. An image processing method executed by a computer, comprising the steps of:

5 detecting a display position and motion of a character on a display unit;

selectively producing one of a first scene image and a second scene image based on the detected display position and motion of said character, said first scene image subjectively viewed by said character, 10 and said second scene image objectively viewing the motion of said character; and

displaying the produced one of said first and second scene images on said display unit.

15 2. The image processing method according to claim 1, wherein a movement command is accepted when producing said second scene image so that a moving image of said character is produced based on the accepted movement command, while the movement command is unacceptable when producing said first scene image.

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3. The image processing method according to claim 1, wherein when it is detected that said character is located at a wall a region behind which can not be seen, a scene image objectively viewing said character and said region is produced.

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4. The image processing method according to claim 3, wherein a

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command for movement of said character along said wall is accepted, and a moving image of said character is produced based on the accepted movement command.

5 5. The image processing method according to claim 1, wherein when said character is hidden by a given thing in said second scene image, said first scene image is produced regardless of movement of said character.

10 6. The image processing method according to claim 1, wherein a radar image is produced and displayed on said display unit, said radar image showing a relative position and a field of vision of said character and a relative position and a field of vision of a counterpart character which is possible to fight said character.

15 7. The image processing method according to claim 6, wherein when said character gets in the field of vision of said counterpart character, said radar image is changed in color.

20 8. The image processing method according to claim 1, wherein, in a scene where said character can selectively use one of items, said items are displayed so as to be scrolled in sequence.

25 9. A video game apparatus which displays on a display unit a character operated by a player and a scene image around said character, said apparatus comprising a scene image producing section which

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selectively produces one of a first scene image, a second scene image and a third scene image, and displays the produced one of said first, second and third scene images on said display unit, said first scene image subjectively viewed by said character while stopped in a movable
5 state, said second scene image subjectively viewed by said character while moving, and said third scene image objectively viewing said character and motion of said character.

10. The video game apparatus according to claim 9, further
10 comprising a sound effect producing section which produces different sound effects depending on which of said first, second and third scene images is displayed.

11. The video game apparatus according to claim 9, further
15 comprising a command accepting section which accepts a movement command from said player when one of said second and third scene images is displayed so that a moving image of said character is produced based on the accepted movement command, while refuses the movement command when said first scene image is displayed.

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12. The video game apparatus according to claim 9, wherein said scene image producing section, upon detection that said character is located at a wall a region behind which can not be seen, produces a fourth scene image objectively viewing said character and said region.

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13. The video game apparatus according to claim 12, further

comprising a command accepting section which accepts a command for movement of said character along said wall and produces a moving image of said character based on the accepted movement command.

5 14. The video game apparatus according to claim 12, further comprising a sound effect producing section which produces different sound effects depending on which of said first, second, third and fourth scene images is displayed.

10 15. The video game apparatus according to claim 9, wherein when said character is hidden by a given thing in said third scene image, said scene image producing section produces said second scene image.

15 16. The video game apparatus according to claim 9, wherein said scene image producing section produces a radar image and displays said radar image on said display unit, said radar image showing a relative position and a field of vision of said character and a relative position and a field of vision of a counterpart character which is possible to fight said character.

20 17. The video game apparatus according to claim 16, wherein when said character gets in the field of vision of said counterpart character, said scene image producing section changes a color of said radar image.

25 18. The video game apparatus according to claim 9, further comprising an item displaying section which, in a scene where said

character can selectively use one of items, displays said items so as to be scrolled in sequence for allowing said player to select one of said items.

19. The video game apparatus according to claim 9, wherein said
5 scene image producing section comprises an exchangeable memory and
a reading section for said memory, and wherein said memory stores
image element data necessary for producing said character and said
first, second and third scene images.

10 20. The video game apparatus according to claim 19, wherein said
image element data is element data for producing a three-dimensional
CG image.

21. A video game apparatus comprising:
15 a controller for operating motion of a character;
a scene image producing section which produces a image of the
character whose motion is operated by said controller and a scene image
which changes according to a position and the motion of said character,
and displays said character image and said scene image on a display

20 unit; and
a sound effect producing section which produces a sound effect
corresponding to the position and motion of said character,

wherein said scene image producing section produces a first
scene image when said character is stopped in a movable state and a
25 second scene image when said character is moved, said first scene
image subjectively viewed by said character and said second scene

image objectively viewing the motion of said character, said scene image producing section displaying the produced one of said first and second scene images on said display unit, and

wherein said sound effect producing section produces different
5 sound effects depending on which of said first and second scene images is displayed.

22. The video game apparatus according to claim 21, further comprising a command accepting section which accepts a movement
10 command when said second scene image is displayed so that a moving image of said character is produced based on the accepted movement command, while refuses the movement command when said first scene image is displayed.

23. The video game apparatus according to claim 21, wherein said
15 scene image producing section, upon detection that said character is located at a wall a region behind which can not be seen, produces a scene image objectively viewing said character and said region.

24. The video game apparatus according to claim 23, further
20 comprising a command accepting section which accepts a command for movement of said character along said wall and produces a moving image of said character based on the accepted movement command.

25. The video game apparatus according to claim 21, wherein when
25 said character is hidden by a given thing in said second scene image,

26. The video game apparatus according to claim 21, wherein said scene image producing section produces a radar image and displays said radar image on said display unit, said radar image showing a relative position and a field of vision of said character and a relative position and a field of vision of a counterpart character which is possible to fight said character.

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27. The video game apparatus according to claim 26, wherein when said character gets in the field of vision of said counterpart character, said scene image producing section changes a color of said radar image.

15 28. The video game apparatus according to claim 27, wherein said
sound effect producing section produces a different sound effect when
said scene image producing section changes the color of said radar
image.

20 29. The video game apparatus according to claim 21, further comprising an item displaying section which, in a scene where said character can selectively use one of items, displays said items so as to be scrolled in sequence for allowing selection of one of said items.

25 30. The video game apparatus according to claim 21, wherein said
scene image producing section comprises an exchangeable memory and

a reading section for said memory, and wherein said memory stores image element data necessary for producing said character and said first and second scene images.

5 31. The video game apparatus according to claim 30, wherein said image element data is element data for producing a three-dimensional CG image.

10 32. A computer-readable recording medium storing a program which causes a computer to execute:

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a process of detecting motion of a character to be displayed;
a subjective mode process of producing a first scene image
subjectively viewed by said character while stopped in a movable state;
an intrude mode process of producing a second scene image
15 subjectively viewed by said character while moving;
a bird's eye view mode process of producing a third scene image
objectively viewing said character and the motion of said character; and
a process of switching among said subjective mode process, said
intrude mode process and said bird's eye view mode process according
20 to the motion of said character so as to display corresponding one of
said first, second and third scene images on a display unit.

33. The recording medium according to claim 32, wherein said
program causes the computer to produce different sound effects
25 depending on which of said first, second and third scene images is
produced.

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said character.

39. The recording medium according to claim 32, wherein said
program causes the computer to execute a process of producing a radar
5 image and displaying said radar image on the display unit, said radar
image showing a relative position and a field of vision of said character
and a relative position and a field of vision of a counterpart character
which is possible to fight said character.

10 40. The recording medium according to claim 39, wherein said
program causes the computer to execute a process of changing a color of
said radar image when said character gets in the field of vision of said
counterpart character.

15 41. The recording medium according to claim 40, wherein said
program causes the computer to produce a different sound effect when
the color of said radar image is changed.

20 42. The recording medium according to claim 32, wherein said
program causes the computer to execute a process of displaying a
plurality of items so as to be scrolled in sequence on the display unit,
said items selected and used by said character.